



INTRODUCTION

Might and Magic VII is the newest game in the series from New World Computing. Noted for its engrossing storyline, incredible character creation system, and its plot twists, Might and Magic VII is an RPG that every fan must have. The unique way which each character advances makes the game fun to play over and over again, just for the thrill of trying everything.

This guide details every quest found in the game. It does not give a step by step set of instructions for everything, but it will tell you the most important information that you need to complete each quest. Just remember that you should explore each area thoroughly and try your own hand at these things before resorting to this guide.

There are five sections to the main walkthrough.

- The first section is dedicated to the quests you have to do at the start of the game. It ends with the choice between good and evil.
- The Paths of Light and Darkness each have their own sections. They lead you right to the end of the game.
- The side quests are those quests not necessary to the game. They are used solely for extra treasure and experience.
- Finally, the promotion quests are used to advance your characters to better classes. These are not necessary, but tend to give a lot of experience and make your characters so much more powerful, allowing them to get better spells and higher skill with their weapons. Remember that you need a third rank character to be able to grandmaster a skill.

Well, have fun.
Lord Haart

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CHARACTER CREATION

This is the most important part of the game. Any decisions you make here will have a lasting impact on the entire quest. As a rule of thumb, if you want to access the cooler things in the game, as well as obtain all the useful skills, you should have at least a cleric and sorcerer. By taking the two, you have major access to all the spells in the game, including the schools of Light or Dark. The healing spells of a cleric are essential to your success, as are the damaging spells of the sorcerer (oozes anyone?).

A strong and durable leader is also needed to take the brunt of the damage, and a knight is the perfect choice. A knight can equip everything and has more hit points than the paladin, monk or ranger has, but does not have the range of abilities that the others have.

As for the final member of the party, anyone is suitable - it depends upon what your idea of the party is. Do you want another spell caster? Then take a druid or a ranger. If you want missile support then the ranger or archer is for you. Or you may want a strong second-hand man and take a paladin or a monk. A thief is nice if you want to open any treasure chests without dying. It's up to you.

One more important thing to consider is the voice that you pick for each character. Take one you like, or face the consequences. There is nothing more annoying than a whiny voice saying, "It's just a cut. But I want it fixed." every time she gets hit in battle.

Choose each of your classes and pick according races for them. Then give them each their skills, by choosing either the rarest ones for each, or by choosing the most expensive ones. For example any magic is a good choice or a skill like the bow. Identify Item and Merchant are good abilities to start with since they are very useful. Remember that with each spell category you start with, you get the first two spells, and save up to 2000 gold. Choices like Disarm Trap or Leather Armor are bad choices since you can buy them in every town. So choose wisely.

The last step is to distribute your bonus points to each of your four characters, reducing scores where they don't need them and increase their prime requisites where necessary. For example an elven sorcerer should have 30 Intelligence, while a goblin knight should have Might and Speed of 30.

Just take a look at the following two sections and decide what you want and how you want them. Then name your heroes and start the quest.

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CHARACTER RACES

Dwarves

Short and stout, dwarves make excellent knights and monks due to their high Might and Endurance scores. They also make good paladins for those same reasons. They just are not that good as sorcerers, thieves, archers or rangers due to their low Accuracy and Speed scores. Anyway, those professions are just not dwarf-like.

Elves

Due to increased Intelligence and Accuracy, elves make excellent sorcerers, archers and druids. With a little help they can be excellent rangers, if you can bypass their decreased Might and Endurance scores. They are passable clerics and thieves, and make poor knights, paladins and monks.

Goblins

Goblins are fast and strong little critters. They make excellent thieves and knights due to high Speed and Might scores. They make passable monks, and are rather poor at every other profession. Their low Intelligence and Personality scores make them very poor at spellcasting, as they are not known for that capability. Who'd have thought that I would willingly play a goblin before this game? I didn't at first, but these things are incredible.

Humans

Humans are good at any class, but from my experience, they are best as clerics, because, well, they just are. They have no problems advancing in any class and have several advantages. They don't get any bonuses or penalties to any of their abilities.

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KNIGHTS

My favorite class in the game. Each knight is a walking arsenal, brimming with weapons. Able to use any weapon or armor in the game, they are very versatile. Their two weaknesses are their lack of magic and their vulnerability to magic. But on the other hand, knights have enough hit points to take all incoming damage, regardless of their source.

It is recommended to acquire grandmaster status in at least the following areas: Sword, Plate Mail, Shield, Armsmaster, Repair Item and Bodybuilding. The additional grandmastery of the Spear is optional, but it gives you the choice of a second weapon. Other than those skills, expert Perception is a good thing to have, as well as all other weapon types, especially the Bow.

As an end result, you have a character that almost automatically hits with any strike and that can ignore any blow coming his way. The knight will then have a large amount of hit points and will be able to survive a long time. He will be able to repair any item and will thus be invaluable to the success of the party, since you cannot trust the durability of any of your things when exploring a large dungeon.

A knight needs the following statistics as high as possible: Might, Endurance, Accuracy, and Speed. Luck is of minor importance, and Intelligence and Personality are useless. Just don't make him talk to other people.

Upon advancing his class, a knight becomes a cavalier, and later has the chance of becoming a black knight or a champion.

PALADINS

The paladin is a holy warrior. A champion for justice that strives to rid the land of all evil. The paladin uses both spells and weapons to further the cause of good. They have less hit points than a knight, and less spell points than a cleric, but they still tend to survive.

A paladin's strength lies in his ability to attack with the Mace and his ability to defend himself with the Shield. They can get up to grandmaster status in either discipline. Plate Mail finishes off the image of the holy warrior, but is unfortunately only attainable to master level. Other than that, paladins can use any weapons and armor, and should think about mastering the Sword as a second weapon. Paladins can achieve up to master status in clerical magic, which makes them a good choice as a second healer. Other than that paladins would be good to get Repair Item, but only if they are the only one with it in the party. They have to spend enough skill points on other abilities that it would be a waste on this ability.

A beginning paladin should ignore Intelligence and Luck and work on the other five abilities. A high Personality finishes off the picture of the paladin as a radiant hero.

Later, the paladin get the chance to become a crusader and gets more access to spells. Then he gets the choice to follow the light or dark path. A hero gets to use basic Light magic, while a villain uses basic Dark magic.





MONKS

The monk is one of the game's coolest classes. Deadly with their fists or staves, and hard to hit even when they are not wearing armor, they are heavy hitters. At high levels they can also use magic, and they can combine their skills to make them even better.

Unarmed and Dodging are the staples of the monk. If those two skills are not good enough, then be amazed when you hear that they can grandmaster them, as well as the Staff. A grandmaster at the Staff can use both the Staff AND Unarmed in combat. A grandmaster at Dodging can use both Dodging and Leather Armor (albeit at only master level). That is what makes him cool. Grandmastery should be obtained for Learning (only a 59% bonus to earned experience) and Bodybuilding. Mastery at Armsmaster just makes him better.

A beginning Monk should have a high Might, Endurance, Speed and Accuracy. Luck and Personality should be moderate, while Intelligence is not needed.

Upon obtaining the rank of initiate, the monk can start using clerical spells, but only at beginner levels. Monks later face the choice of becoming masters (good) or ninjas (evil). Masters can cast spells up to Expert level from the Mind, Body and Spirit guilds, while ninjas can use Disarm Traps at the master level, as well as Stealing at the expert level.

RANGERS

Rangers are the protectors of the forest. They fight for the protection of the land, not for the land's people. They are one with the forest, as they were trained to survive in it.

The ranger's weapon of choice is the Axe <i>(I thought they were supposed to protect the trees.)</i>- which they grandmaster. They can also master the Bow. They prefer to armor themselves in Leather or Chain, both of which they can master, but one should be chosen from the start. They should also grandmaster Identify Monster and they should master Perception, if possible.

The beginning ranger should concentrate on every score at the beginning and should stay as a well rounded character during the game.

The ranger gets a chance later to become a hunter. Hunters don't get any new abilities except for the ability to cast basic spells. Ranger lords and bounty hunters, on the other hand, do. They get up to expert spells in all seven of their spell disciplines.





ARCHERS

Archers shoot arrows from bows -- what else did you think they'd do? Well, they cast spells, too. They can cast basic spells from the elemental schools of magic. They have sharp eyes and thus, they can spot things from afar, and are thus at finding traps and secret passages.

Archers excel at the Bow. They can grandmaster it, as well as Chain. As a secondary weapon, the Spear is a good choice since it is the only weapon other than the Bow that they can master. They are the only class that can master Perception and should thus get it as soon as possible. Otherwise they should only concentrate on Learning, since they can master it.

Archers should begin with an unnaturally high Intelligence, Accuracy and Speed. A high Might and Endurance is nice, but the other two abilities are not that necessary.

When an archer attains the rank of warrior mage they gain the right to use expert elemental spells. Their next advancement is to either the master archer or the sniper rank. In any case, they gain the right to use master elemental spells.

THIEVES

Thieves are fun to play with. Can't afford something? Then steal it. These characters are good to have if you like opening everything you see -- their Disarm Trap skill is really useful. It makes me wish I had a thief in my party...

At the start, thieves should split their time bringing up their weapons, their armor and their thieves skills. They should plan on wielding two weapons - a grandmastered Dagger and a mastered Sword in the other hand - and wearing Leather Armor at grandmaster level. As for skills, Disarm Trap and Stealing at grandmaster level are musts. Mastered Perception is another cool thing to have.

A starting thief should have a high Accuracy, Speed and Luck scores. Might and Intelligence follows, while the others are not really significant.

Upon reaching the rank of rogue, they can cast basic elemental spells, but never higher than that. A fork comes later when they get to choose whether they want to be a Spy or an Assassin, neither of which has advantages over the other.

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CLERICS

Clerics are the devout of the gods. They call down their deity's magic to heal humanity's woes. They also command several destructive spells, mostly towards the undead. They are invaluable to the party, due to their ability to heal both physical damage and abnormal conditions, like poison and disease.

The cleric's strength is their healing magic. They should obtain up to grandmaster level in all three of their magical disciplines to insure that they get all the spells. The grandmaster in the Merchant skill is a good idea - it'll save you a lot of money when buying spells. Mastery of the Mace and being an expert in Chain Mail, make clerics a pretty powerful force for their gods. They can also master the Shield and should do so. Meditation is also a good skill for them to acquire.

A beginning cleric needs a high Personality. Intelligence is useless, while the other five are pretty important, but are not prime requisites.

Clerics are later promoted to priests and gain the ability to cast master healing spells. Later they face the choice of becoming Priests of the Light, or Priests of the Dark. They get to use their namesake schools, as well as all other healing spells.

DRUIDS

Druids are also protectors of the forest, but on a much more intimate level - they worship the forest. They are adept magic users, but poor fighters.

Since druids start the game off able to attain expert levels in all seven magical disciplines (Light and Dark not included) they are best off spending all their points on their spells. They are poor fighters and are able to only get the Dagger to the master level and their next best is the Mace, which is limited to the expert level. For armor, they are limited to expert Chain and expert Shield. One plus that the druid does get is the grandmastery of Alchemy, as well as that of Meditation. In short, get their weapon and armor skills quickly, then spend all their points on their spells. That's the only possible way to play them.

Give the beginning druid high Intelligence and high Personality scores. The rest don't really matter, so use your own judgement.

The druid later becomes a great druid and can use master spells. Then he has the choice of becoming an arch druid or a warlock, but doesn't get anything new other than the right to grandmaster stuff.





SORCERERS

Masters of magic, sorcerers are essential to your party's success. Able to smite many foes from afar with a single wave of their arms, they are quite powerful, and a mistake if you don't take them. Their spells also make your life a lot easier, allowing you to fly above everything, walk on water, enchant your items, even teleport from town to town and in and out of dungeons. Just these last few spells will save you hours when you are trying to find someone and you can't remember where he is.

There are a few things that sorcerers should advance in. Simply put: Magic. Grandmastery should be obtained in the four elemental schools as well as in either the Light or Dark schools. Grandmastery should also be attained in Identify Monster and Identify Item. Mastery in Meditation is also a good idea for these characters. The Staff should be raised as their single weapon, and then only to master level. Their armor should be Leather, and that only to expert level. Alchemy is also attainable to master level, but should only be acquired at a later date - magic should come first, or you will find yourself having problems advancing, because the enemies get really hard, really fast.

The optimal beginning sorcerer should have a high Intelligence to get more spell points. Endurance and Speed should be as high as possible so they can survive more than a hit or two. Personality is useless for them. The other three abilities are nice for them to have.

After passing Thomas Grey's test, they get promoted to the rank of wizard. Wizards get to use master elemental spells. Later they can become liches or archmages. With the second promotion, they gain access to grandmaster elemental spells, as well as to either the Dark or Light schools, depending on the path you decide to take. Dark magic is more in character for wizards, if you ask for my opinion. Furthermore the Lich is immune to Mind and Body magic.

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THE SKILLS

Skills define the character's strengths and weaknesses, as well as their abilities. They also serve as a scale of advancement much more refined than the character's level -- skills show the same thing, but in a much more precise fashion.

In my eyes, the skill system is what elevates the game above all others. Because of this system, you are able to custom make your characters any way you want. That is why I put this list together. The list tells you where to find the people that train you to further expertise in the skills. It also tells you how much gold you need, and if you need any specific ability scores for the advancement. I also gave a brief description of each skill (except for the magic skills, which don't need explaining).

Remember that to become an expert, you need to be level four in that skill. To become a master, you must have expert level seven in that skill, and to become a grandmaster you must have master level ten in that skill, as well as be in the third rank of your class. Also note that not classes can achieve high expertise in every skill -- check the manual for their limitations.

COMBAT SKILLS

The skills here allow your characters to wield weapons and armor. Remember that you need the skill before you are allowed to even equip the stuff. Also, a club needs no skill to be held and used.

SWORD

Expert: Erathia, Tatalia (2000 gold)

Master: Deyja (5000 gold)

Grandmaster: In the southern part of Harmondale (8000 gold)

A skill able to be brought to grandmaster level by either the Champion or the Black Knight, it is best left to those that are strong. Those who reach the final level in this skill are allowed to use a sword in their left hand and another weapon in their right. They also get a bonus to boost their armor class and their chance to hit equal to their skill and the luxury of reduced recovery time.

AXE

Expert: Avlee, Harmondale Town (2000 gold)

Master: Northern corridor in Stone City (5000 gold)

Grandmaster: Tatalia (8000 gold)

A skill most valuable to the Ranger Lord or the Bounty Hunter, the axe is useless in the hands of most of the other classes but the knights. Grandmasters get reduced recovery time, a bonus to their chance to hit and the damage they deal, and a chance to reduce their opponent's armor class by destroying their armor.

SPEAR

Expert: Avlee, Tatalia (2000 gold)

Master: Tularean Forest (5000 gold)

Grandmaster: Northern corridor in Stone City (8000 gold)

The spear is the second weapon of choice for the knight class and for the archer class. Whereas the knight can attain the highest level for this skill, the spear is the best melee weapon for the archer. The master level in this skill allows the wielder to hold the weapon in one hand and gives the wielder a bonus to hit and to damage dealt equal to their skill level. The grandmaster also gets a bonus to their armor class.





STAFF

Expert: Harmondale Town, Nighon (2000 gold)

Master: Bracada (5000 gold)

Grandmaster: Grandmaster: Avlee (8000 gold)

The monk is the only class to grandmaster in this skill. The staff is the best weapon for the sorcerer, even though they are limited to simple mastery of it. Masters get a chance to stun their opponents and get a bonus to hit and to their armor class. Grandmasters get to use the weapon in conjunction with the Unarmed skill.

MACE

Expert: Erathia, Stone City (2000 gold)

Master: Tatalia (5000 gold)

Grandmaster: Deyja (8000 gold)

The paladin's and cleric's best weapon, although only the paladin gets the grandmaster. Mastery gives the wielder a bonus to hit and to damage dealt, as well as a chance to stun the target. Grandmasters have a chance to PARALYZE their opponents.

DAGGER

Expert: Bracada Desert (2000 gold)

Master: Nighon (5000 gold)

Grandmaster: Erathian Sewers, In the poor section of Tatalia (8000 gold)

The dagger can be grandmastered by the thief and mastered by the druid. Masters can put their dagger in their right hands and use another weapon in their other, get a bonus to hit equal to their skill level and have a chance of doing triple damage. Grandmasters receive a bonus to damage down.

BOW

Expert: Tularean Forest, Bracada Desert (2000 gold)

Master: Nighon (5000 gold)

Grandmaster: Harmondale Town (8000 gold)

These weapons are usable by all characters, but only the archers specialize in their use. Grandmasters get a bonus to hit and to damage dealt, get to shoot twice at a time and attack faster.

UNARMED

Expert: Harmondale Town, Bracada Desert (2000 gold)

Master: Evermorn Island (5000 gold)

Grandmaster: Erathia (8000 gold)

This specialty of the monk. At grandmaster level, they get a bonus of +2 to both their damage and their chance to hit per skill point, as well as the ability to dodge attacks entirely.

Note: Level 10 Dodging is necessary to get grandmaster Unarmed.

BLASTER

Expert: The Pit, Celeste (0 gold)

Master: The Pit, Celeste (0 gold)

Grandmaster: The Pit, Celeste (0 gold)

This skill lets you use Ancient Weapons, such as Blasters and Blaster Rifles. They are really fast weapons that have a long range. They do nice damage, and are my weapons of choice against Devils, Dragons and Titans.

Everyone can grandmaster the Blaster. The higher your skill, the better your chance to hit. Grandmaster get a quintuple bonus to their chance to hit.





LEATHER

Expert: Harmondale Town (1000 gold)

Master: Nighon (3000 gold)

Grandmaster: Tularean Forest (7000 gold)

The thief is the only class to perfect their use of the leather armor. At grandmaster level they get a double bonus to their armor class per skill point spent, as well as no penalty to their recovery time and a bonus to their elemental resistance equal to their skill level in leather.

CHAIN

Expert: Tularean Forest, Tatalia (1000 gold)

Master: Avlee (3000 gold)

Grandmaster: Deyja (7000 gold)

The preferred armor of the archers. Grandmasters get a bonus equal to their skill level to their armor class, no recovery penalty and only two thirds of all physical damage done to them is actually received.

PLATE

Expert: Tatalia, Stone City (1000 gold)

Master: Erathia (3000 gold)

Grandmaster: Bracada (7000 gold)

Only knights can get wear this heavy armor and use it to optimum efficiency. Grandmasters have no recovery penalty for their armor, get a bonus to their armor class and take only half damage from all physical attacks.

SHIELD

Expert: Erathia (1000 gold)

Master: Tatalia (3000 gold)

Grandmaster: Evermorn Island (7000 gold)

Shields are the providence of warriors. The knight and paladin classes are the only ones that can raise their shield scores to grandmaster level. Grandmasters add two to their armor class for every skill point in the Shield that they have, they have no recovery penalty and they receive the benefits of having the Shield spell cast on them when wearing a shield.

DODGING

Expert: Harmondale Town, Bracada Desert (2000 gold)

Master: Evermorn Island (5000 gold)

Grandmaster: Erathia (8000 gold)

The specialty of the monk. At grandmaster level, the Dodging ability bestows upon the user three points to his AC for every skill point in Dodging and the ability to wear Leather Armor at the same time. That just kicks ass.

Note: Level 10 Unarmed is necessary to get grandmaster Dodging.

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MAGIC SKILLS

Expert magic allows you to cast a school's expert spells. Master lets you use master level spells. Grandmaster magic lets you use the strongest spells. For more information on the impact of skill levels on spells, look in the manual.

AIR

Expert: Tularean Forest, Tatalia (1000 gold)

Master: Avlee (4000 gold)

Grandmaster: Bracada Desert, in the Tower Bridge (8000 gold)

EARTH

Expert: Stone City, Harmondale Town (1000 gold)

Master: Tularean Forest (4000 gold)

Grandmaster: Deyja (8000 gold)

FIRE

Expert: Tularean Forest, Tatalia (1000 gold)

Master: Harmondale Town (4000 gold)

Grandmaster: South-west area of Erathia (8000 gold)

WATER

Expert: Avlee, Tularean Forest (1000 gold)

Master: Nighon (4000 gold)

Grandmaster: Harmondale Town (8000 gold)

BODY

Expert: Erathia, Harmondale Town (1000 gold)

Master: Tatalia (4000 gold)

Grandmaster: Avlee (8000 gold)

MIND

Expert: Erathia, Nighon (1000 gold)

Master: Avlee (4000 gold)

Grandmaster: Near the docks in Tatalia (8000 gold)

SPIRIT

Expert: Tatalia, Harmondale Town (1000 gold)

Master: Erathia (4000 gold)

Grandmaster: The Tularean Forest, near the temple (8000 gold)

DARK

Expert: Deyja (2000 gold)

Master: The Pit (4000 gold)

Grandmaster: From Archibald in the Pit (8000 gold)

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LIGHT

Expert: Bracada Desert (2000 gold)

Master: Celeste (4000 gold)

Grandmaster: Celeste (8000 gold)

OTHER SKILLS

The rest of the skills are support skills used to better some aspect of the character or of the party as a whole. An example of the former is Meditation. This skill improves a character's spell points. As for the latter group, you have skills like Merchant that helps the entire party get better prices.

ALCHEMY

Expert: Bracada Desert (500 gold)

Master: Nighon (2500 gold)

Grandmaster: Avlee (6000 gold)

The ability to make and mix potions. The higher the skill, the better the potions that can be made. This is the specialty of druids.

ARMSMASTER

Expert: Deyja, Tatalia (2000 gold)

Master: Avlee (5000 gold)

Grandmaster: The Land of the Giants (8000 gold)

Armsmaster is a very useful skill if you want to change weapons from your normal one. It gives you rather high bonuses and is very useful for classes that can use multiple weapon types. Knights with grandmastered Armsmaster have better control of their weapons and get a bonus to their attack, chance to hit and a decreased recovery time. In fact all these bonuses are doubled at grandmaster level.

BODYBUILDING

Expert: Stone City, Bracada Desert (500 gold)

Master: Deyja (2500 gold)

Grandmaster: Nighon (6000 gold)

This skill adds hit points on to a character's a total amount. The higher the skill level, the more points that are added. For example, if a black knight's base hit points per level is 9, they get 9 bonus hit points per point in Bodybuilding. Experts get double, masters get triple and grandmasters get quintuple the spell points from this skill. Knights and Monks are the ones who can grandmaster this skill.

Note: You need an Endurance of 50 to get Master Bodybuilding.

DISARM TRAP

Expert: Erathian Sewers, Tatalia (500 gold)

Master: Harmondale Town (2500 gold)

Grandmaster: Nighon (6000 gold)

The ability to open chest without triggering the traps is every adventurer's dream. That is why there are thieves. Thieves excel at opening locks and disarming the traps within. For every level of expertise gained, a thief has a better and better chance of disarming a trap. In fact at grandmaster level they can never fail.





IDENTIFY ITEM

Expert: Harmondale Town, Nighon (500 gold)

Master: Bracada (2500 gold)

Grandmaster: Tularean Forest (6000 gold)

A necessary skill insofar as to identify your stuff yourself without having to rely on a shop. The wizard grandmasters this ability. The higher the level, the more you can identify.

IDENTIFY MONSTER

Expert: Nighon, Avlee (500 gold)

Master: Avlee (2500 gold)

Grandmaster: South of Harmondale Town (6000 gold)

Useful to know how strong a monster is, but not that useful. The higher the level, the better your chances of success and the more information you'll get. Sorcerers and rangers are the best at this skill and they can both grandmaster it.

LEARNING

Expert: Deyja (500 gold)

Master: Nighon (2500 gold)

Grandmaster: Evermorn Island (8000 gold)

Learning gives you bonus experience points. You get a nine-percent bonus plus your skill points in Learning to all experience gained. At higher levels of expertise you get bigger and bigger bonuses. Monks grandmaster this skill.

Note: To get master and grandmaster Learning, you need an Intellect of 50.

MEDITATION

Expert: Deyja, Nighon (500 gold)

Master: Bracada Desert (2500 gold)

Grandmaster: Avlee (6000 gold)

This skill adds spell points on to a character's total amount. The higher the skill level, the more points are added. For example, if a wizard's base spell points per level is 6, they get 6 bonus spell points per point in Meditation. Experts get double, masters get triple and grandmasters get quintuple the spell points from this skill. Druids are the ones who can grandmaster this skill.

MERCHANT

Expert: Stone City (2000 gold)

Master: Evermorn Island (5000 gold)

Grandmaster: Bracada (8000 gold)

This skill reduces the prices of everything in the game short of training and fines. Clerics are the best at this skill and at grandmaster level they buy and sell at cost. For example, Armageddon normally costs 37,500 gold. Grandmasters can get it for a mere 7,500.

Note: You need a Personality of 50 to get Master Merchant.

PERCEPTION

Expert: Avlee, Harmondale Town (500 gold)

Master: Tularean Forest (2500 gold)

Grandmaster: Deyja (6000 gold)

The ability to spot hidden doors and other secrets just by passing by, it also allows you to dodge traps and to prevent some damage from spells. Archers are the ones who use this skill as grandmasters. They get better and better at it until they reach grandmaster, which is when they get 100% benefit from the skill.



REPAIR ITEM

Expert: Stone City, Harmondale Town (500 gold)

Master: Tatalia (2500 gold)

Grandmaster: Erathia (6000 gold)

Another useful skill that also saves you money. Ever had broken armor in the middle of a level? Remember Might and Magic 3, 4, or 5 where when your stuff is broken you had to return to town to get it repaired?

This skill is a time, money and hair saver at critical moments, because it is usable during combat. Knights and paladins are the best at this skill, and at grandmaster level they can repair anything.

STEALING

Expert: Harmondale Town, Nighon (500 gold)

Master: Deyja (2500 gold)

Grandmaster: In the poor section of Tatalia (6000 gold)

Thieves are renowned for this skill. With it you can steal stuff from stores and people by holding control and by clicking on them. The higher the level, the better your chances of success.

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THE SCAVENGER HUNT

IN THE BEGINNING

This is the beginning of the walkthrough for the game. It describes the main quests of the game up until the choice between the light and dark paths. The latter two paths are then described in their own sections.

The Scavenger Hunt

The small little island that you start on is called Emerald Island. Your party has been entered in a scavenger hunt and they find several items; a wealthy hat, a seashell, a longbow, a red potion, a tile from the floor of the Moon Temple and a musical instrument. These items are really easy to find and the whole island shouldn't be that hard to complete.

The red potion is the easiest thing to find. In a treasure chest on the northern beach is where it can be found. Just mix the red berries with an empty bottle to get the potion. Bring it to the judge. If you find a second red potion, you can bring it to the three adventurers atop the ridge in the centre of the island. They'll give you a wealthy hat for it.

The shell can be found in one of two places. You can either buy one for 100 gold from Sally who wanders outside of the town hall, or you pick one up on the northwestern corner of the island. The latter way is the better way, because in the process you can get a whole load of weapons, armor and gold from the treasure chests. But before you can get to these boxes you have to fight your way through a swarm of Dragonflies, not particularly hard, but very easy to die if you let them swarm you from all sides. Instead try to pick them off with bows from afar before they see you, or to inch along and force them to come at you in smaller groups. If you are in danger of dying, don't hesitate to run to the tavern... just remember that they'll follow you and attack the guards and peasants. Then come out of the tavern and pick their stuff up. In either case, bring the shell to the judge.

The musical instrument should be your third goal in this level. Just outside of the tavern, there is a young woman who offers to sell her lute for 500 gold. Buy it, steal it, or murder her for it, I don't think it matters. In any case, bring it to the judge when you have it.

The three remaining items are in the Temple of the Moon. You can reach the temple by climbing the hill with all the guilds and then by crossing the bridge. The entrance gives birth to a small stream leading to a waterfall. Heal and prepare before going in, because you are more than likely going to be swarmed.

This level is rather small and straightforward -- just explore everywhere. Just watch out for the rats, bats and spiders that make the caverns their home. They should be rather easy to kill, even when in groups of ten or more. Down one of the side passages there is a large room guarded by spiders - and the wealthy hat that you are looking for. Leave it in your inventory and then head for the temple itself, readily apparent by the altar in the middle of the room and the two magical missiles shooting from opposite corridors. Take the left one first, avoiding the missiles, and follow the corridor until the end. Open the door and enter the library. Search all the shelves and store the scrolls and books that you find. Then head to the northwest corner of the room and open the secret panel that there is in the room. Another library lies at the end of the room -- feel free to search the shelves and take the books and scrolls. Don't forget to take the tile lying on the floor. It is hard to see if you don't pay attention. Keep it and then go back to the altar. Take the right passage and open the door at the end. SAVE the game and attack the two soldiers, or try to steal the bow from Sar. In any case you NEED the bow to continue the game, and this is a hard battle. Throw everything you have at the two and you will win the long bow as your prize. Kill the other two guards in the library at

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THE SCAVENGER HUNT

your convenience. Then exit the temple and the caverns.

Head to the judge and give him the last three items. He will tell you to talk to his lord, who will give you a castle as your prize. After he gives you the deed, head over to the docks and board the ship. And get ready to sail to your destiny.

CASTLE HARMONDALE

You start off in front of your castle. Two guards flank the gate. Don't be shy and walk to the gate and try to enter. The butler answers and tells you of the goblin infestation in your castle. This quest is as easy as it gets -- go in and kill everything. It may take a few days to clear the place of its occupants, but all in all it is not that hard. You just have to search each and every corner of the place and flush out every bat, rat and goblin in the place. And find the treasure of course...

When that is done head to the tavern in town and find the butler. You'll get experience and then find out that you have to get someone to fix your castle. He suggests the dwarves of Stone City in the Barrow Downs.

IN THE BEGINNING

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THE RED DWARF MINES

IN THE BEGINNING

Head south to the border of Harmondale and leave for the Barrow Downs. Make sure you have at least five days of food. It may also have been useful to have explored the entire overworld area and to have completed the missing Arcomage player side quest. It is extremely useful to have talked to everyone, to have bought new stuff and spells and to have perhaps raised your levels and your skills to expert.

To get back on track, head to the Barrow Downs and head to the bunch of buildings. Explore them and then head to the west until you reach a bridge. Cross it and look to the southwest. You should see a hill with a bridge leading to the south-east from its peak. Climb the hill, cross the bridge, killing the spectres and shades you meet on the way. Ahead of you, you should see Stone City looming in the distance. Enter it.

Head to the central fountain in this dwarven city. Yell at anyone who gets in your way. Head east to the King's audience chamber and talk to him. He tells you that he'll only have his dwarves help you, if and only if, you clear the Bracada Mines and free the dwarven miners from their stone prisons. To this end he gives you a potion which must be used on the dwarven statues to revive them.

From here it is out of the castle and west to the border of the Barrow Downs where you get to travel to the Bracada Desert. Enter the Bracada Desert and notice your hilly surroundings. You should be on a road. The mines themselves are located on the south side of the mountains on the south side of the road. The place is guarded by griffins and I suggest that you explore the entire map before you invade the mines -- it is very tough in there. My least favorite enemies hide out in there -- the oozes. Man, I hate them.

The oozes, as it turns out, can also be harmed by weapons enchanted with elemental properties -- in other words, weapons that deal elemental damage as well. Spells also work well. The object is to find the six or seven dwarves and free them from their stony prisons. One is in the first room, by the entrance. The others are at the end of all the passages - so you have to explore them all. It is hard, but really worth it. Just ignore the elevator in the far northern chamber. It is too hard for you at this point to explore the Medusa Caverns.

When you have freed all the dwarves, go back to the Dwarven King and he will agree to fix your castle for you.

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THE RESCUE OF LOREN STEEL

IN THE BEGINNING

When you get back to your castle, you find it repaired and restored to its former glory - well sort of. If you walk up to the throne room, you will find that there are two new people sitting there. They are ambassadors from the realms of Avlee and Erathia. Both want you to meet their monarchs. While it doesn't matter where you go first, or if you go there for that matter, I chose to go see Queen Catherine of Erathia first.

In Castle Gryphonheart, you meet the Queen for the first time. She asks you to rescue one of her spies that was captured by the elves of Avlee and imprisoned beneath the city of Pierpoint, in the Tularean Caves beneath the Tularean Forest. The catch - you have a month to get there, rescue Loren, and to return. Yet, it is not the hardest thing to do.

Travel as fast as possible to the city of Pierpoint. The entrance to the caves is on the top of a northern mountain. Upon entering the caves, you are attacked by a few wyverns. Concentrate on the Ancient Wyverns first, then the Horned Wyverns, then finally the normal Wyverns. The ancient ones tend to kill you in a single hit when lucky, so watch out.

The cell containing Loren is hard to find. At the start you have to head left and go up the hill. You should then jump to the ledge with the weird wall using the jump spell. This isn't the easiest way to the cell, just the fastest. It is also possible to navigate the caverns, it just takes longer. From the ledge, open the door and go straight down the passage. Jump the gap and explore the area beyond. You should find a switch. Flip it and it activates the teleporters. Head towards them (I forget where they are) and take the right one. It leads you to a large room. At the far side is the cell. Open it and rescue Loren Steel. Then make haste back to Castle Gryphonheart to accept your reward of 5000 gold.

THE RIVERSIDE PLANS

If you choose to meet with the King of Avlee, he will tell you that he has plans to attack Steadwick directly. But he has a problem. The fortress at Riverstride. He has no way of crossing the river without having to go through the fort. Thus, he asks you to retrieve the plans to the fort, not caring if you make a head-on assault or if you sneak in. You once again have a month to complete this task.

The fortress is in eastern Erathia, east of Steadwick. You can either enter it from the main entrance or by the hidden entrance beneath the bridge. By using the first entrance, you have to fight your way through many guards and elude traps till you find the secret staircase in the floor. Using the other way, you just have to walk in kill a few archers and enter the farthest door on the right. In the dining room, there is a picture of Queen Catherine. Click on it and a secret panel opens and the plans are there. Take them back to Pierpoint and give them to the king. He rewards you with 5000 gold.

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THE TRUMPET

At one point or another when you enter the Tularean Forest, you are met by a messenger from Queen Catherine's Court, or that of the King of Avlee, depending on whom you helped. In any case, they report that the elves of Avlee are transporting an ancient artifact into the caves. There is also an Erathian war party sent to retrieve it.

Getting the Trumpet is easy enough. Just head to the entrance of the Tularean Caves and open the chest, and voila, there it is. You can watch an ensuing battle that takes place between the two sides, and the humans are victorious. While it is better to watch, you can also help either side in the battle. But do so at your own risk.

After reclaiming the Trumpet, bring it to either the Queen of Erathia or the King of Avlee to get a reward of 5000 gold. Another way to handle the situation is to bring the Trumpet to the Seer (Judge Grey) in Harmondale. You won't get any money, but you will get a lot more experience.

THE CHOICE

When you get back to Harmondale, a messenger tells you that the Seer, Judge Grey, is dead. Although there is no evidence of foul play, you can bet it was. Head to your throne room and meet the two ambassadors. One is from Deyja, the other is from Bracada. They both offer suggestions for who should be picked as the new judge. Of course they each want one from their own countries.

This is a huge decision that will have a momentous impact on the game. This is where you choose which path you will walk. If you get the judge from Deyja, you will end up on the side of evil and if you take the judge from Bracada, you'll be on the good side. In any case, they are both waiting in the tavern of their country.

When you have picked one up go back to Harmondale and to the Seer's house in the east. If you took the dark path, you will see that the judge is weak and can't put an end to the war. Harmondale is won by Erathia and the war is at a temporary truce. If you took the light path, the judge settles the war and Harmondale is given to Erathia.

IN THE BEGINNING

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THE PATH OF LIGHT

The Path of Light changes your screen borders to a light blue hue. It is very pleasing to the eye. But that is not the only advantage you will get. The spells in the school of Light are vastly superior to those of the Dark. Paralyse is a lifesaver, as is Divine Intervention. Day of Protection, Hour of Power and Day of the Gods are time-saving spells that are a lot better than the originals.

Furthermore, the promotion quests are a lot easier for those on the light path, but overall the Path of Light is also a lot more difficult than that of Darkness. So enjoy your choice and have fun.

THE WALLS OF MIST

The new seer asks you to talk to the leader of Celeste, Gavin Magnus. Go to Bracada and use the teleporter on top of one of the highest peaks. You can get there from one of the teleporters in the main square. Go north, take a left and enter the large building, Castle Lambent. Go straight within two halls, then take a left, and then a right. Talk to the leader at the end of the hall. He tells you that you have to take a test to earn the trust of his advisors. He wants you to enter the Walls of Mist and exit through the other side, but there is a catch -- you are not allowed to kill anything.

The first point of business is to get a means with which to turn you invisible. Then head to the Walls of Mist, which are just south of the central fountain. Enter the place.

In the middle of the first room there are three arches. Go through the right one and you'll warp to the eastern pillar. Head north and through two teleporters then go down the lift. Go straight then take a right up the stairs. You'll walk into a larger room where there are several arches to either side. You must go to both the left and right sides of the room and activate the switches by all four little pools. This drains the larger pool at the northern wall of the central chamber. Head there and jump in. Open the chest and take your reward - the East Pillar Key. Head back to the main room via the arch.

Now take the middle arch. You should now be atop a large tower in the middle of the northern pillar. Look at the map and notice the four rooms branching off from the main room. Go down all four paths and click on all four of the little "pedestals". Then head back to the main tower and look at the map again. There is a platform in the bottom right corner that when you step upon will take you to the top. Take the platform and open the chest at the top to get the Northern Pillar Key. Head back to main hall.

From here take the left arch and you will end up in the west pillar. You just have to head north until you hit some stairs and go up the left ones. Head to the end and you'll see three buttons and a lever. Make sure that only the right button is sticking out and then pull the lever. That will lower a part of the floor, and in that area you can find a chest with the West Pillar Key. Take the three keys and go back to where the three arches are. Go to the northern part of the room to find three locks. Make sure that all the buttons are depressed by using the appropriate keys on them (West Pillar Key on the western one, and so on so forth). When all are unlocked, a hidden room opens up. At the far side is the exit. Go through it and return to Gavin Magnus.

He rewards you and tells you to talk to his advisors in the eastern part of the city.

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A VAMPIRE IN TIDEWATER

One of the advisors asks you to help the people of Tatalia who are being preyed upon by a vampire. Go to Tatalia and enter the Wine Cellar (in a regular house in the town proper). Go down the stairs and kill the Necromancers and bats. In the far corner push the wine rack out of the way and kill the vampires that emerge. There should be two Minion Vampires, as well as an Elder Vampire. Kill them and clear out the place for some nice stuff. Return to the advisor for your reward.

THE TEMPLE OF DARK

Resurrectra asks you to retrieve both altarpieces from the Temple of Light and the Temple of Dark. First on the list is the Temple of Light. Head to the Temple in Celeste and enter it. Go straight, then take a right and then straight again. Go down the stairs and enter the door behind the pillars. From inside go straight and down the stairs when you come to them. Head north and watch the walls for side passages. Take any one of them and head up. There are three sets of tiles. Starting from the east and ending in the west, make sure that only the sun tiles are down. When all three are down, go downstairs and click on the star. A door will open in the northern wall. The room beyond has a single chest. In it lies the altarpiece.

Next head to The Pit. Go to Deyja and enter the Hall of the Pit in the north east. Watch out for the gargoyles, especially the Obsidian Gargoyles. They have a tendency of paralyzing you and they also have many hit points and deal lots of damage. The Hall is straightforward, just head due north, go down the lift and continue to the north until you reach the gate to the Pit. Go in.

In the Pit watch out for the Lich Kings and Queen of the Deads. They both cast Dragon Breath spells at will and tend to kill your party with a single shot. Paralyze them and kill them when they are defenseless. Go southeast and into the natural cavern heading to the east. Go down the passage until you teleport, then head back and teleport again. Then follow the new hall until you find a large cavern with rivers of lava. Head to the north and enter the Temple of the Dark. When inside head due north, then walk behind the altar. Look down and click on the altar to move it out of the way. A trapdoor is revealed and within there lies the altarpiece.

With both pieces in hand go back to Resurrectra to get your reward.

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THE LICH JARS

The third advisor asks you to retrieve the supply of Lich Jars from Castle Gloaming in the Pit. This is a really hard task, due to the large amount of spell-hurling enemies. Go to the Pit and use the teleporting hall three times to get to Castle Gloaming. Enter it and go straight. Kill everything you see. It is really hard to deal with them all surrounding you.

Go right and you should have a chance to go up a floor. Go up the stairs and head to the northern wall. Go through the door there and down the stairs. The Jars are in a chest there, guarded by two Elder Vampires. Kill them and take the crate back to Celeste.

TOLBERTI THE WIMP

When you have completed the other advisor's quests, Robert the Wise asks you to assassinate one of Archibald's advisors, Tolberti. Head to the Pit and head to his home. Go in prepared and just strike him repeatedly. With Grandmaster Regeneration and Protection from Magic, this fight is simple. Pick up his cube and head back to Robert for your reward. He teaches you to use the Blasters that you find. He tells you to talk to Resurrectra, who is with Gavin Magnus in Castle Magnus.

THE PATH OF LIGHT

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KILL XENOFEX

THE PATH OF LIGHT

Resurrectra tells you that you have to travel to Eofol and slay the devil Xenofex in his lair in Colony Zod. This is very hard, and should only be undertaken by high level characters. First head to Stone City and go down to the Troglodyte caverns. From here go north until you find the exit. You'll enter the Tunnels to Nighon. From here wander around aimlessly until you find another exit. I don't remember where it is, but I know that it is near to a couple of fireball traps. When you find the exit, go through it. At this point the monsters in the tunnels to Nighon are easy to kill, so don't worry about them.

Enter Thunderfist Mountain and take the north-westernmost exit, to arrive in the tunnels to Eofol. Kill the Minotaurs you meet for lots of experience and gold. Make sure you have Protection From Magic cast (to protect from eradication, instant death and petrification) and head in slowly. Behemoths and Medusas make their homes here.

The exit is in the north. Just head through the tunnels until you find a spot where the exit from the room is in a tunnel lower than you are. Take it until you find yourself on a little walkway through a huge room. On the right side, there is a passage leading out of the huge passageway and into a long hallway. Go down it and take a left, you will be at the exit. Leave for the Land of the Giants.

Eofol is a terrible place crawling with Titans, Dragons and Devils. All are to be found in large groups. They're "killable," but only with Blaster Rifles, which you don't have yet. Do what I do -- cast Fly and Invisibility and just go around undetected. If you don't have Town Portal, bring a scroll or a wand -- You need the spell to leave the place. Lloyd's Beacon will also do the trick. Head to the north-east until you find a shrine. Avoid the dragons and use it - it opens the portal to Harmondale. You can then use it to warp to Eofol whenever you want. Go back to Eofol and head southwest.

If you watch the ground, you will see a large group of devils guarding some sort of system of pipes. Land and avoid them as you enter Colony Zod. The place is a system of pipes. Go straight then take a left. At the end there is a door, and you must enter it. There is a weird elevator. Take it up. In the first room there should be a set of four buttons. Be like me and press all four. Go through the door and open all the doors. Kill all the Devil Workers and in the far left most room search the cage to free King Roland Ironfist, brother to Archibald and husband to Queen Catherine of Erathia. He'll thank you and he'll give you a key. Go back down the elevator and head back to the entrance.

On the left hand side of the hall there should now be a passage with a lift at the end. Take the lift up and be prepared for a tough fight. Kill the Devils and search the side rooms - in one there is another lift. Take it up and search all the new rooms. There is another lift and this one brings you to a locked door. Use the key. Beyond the door is Xenofex's lair. He is a normal Devil Captain, and as such Protection From Magic is a must against him, or he'll drain your spell points. Kill him and his accomplices and take all the stuff that is just lying around on the ground and in the chests. You should find two or three more Blasters. Awesome. Equip them. Head back to Resurrectra for your reward.

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OSCILLATOR OVERTHRUSTER

THE PATH OF LIGHT

The final thing that Resurrectra needs from you is the Oscillator Overthruster, which is to be found in their space ship, the Lincoln. They give you some wetsuits. Remove all your equipment and equip the wetsuits and give each character a Blaster. Then go to Avlee and head west over the water until you hit the Shoals. Head west into the valley and enter the ship you see there through one of the thrusters. When inside equip yourself right away, THEN charge the droids. When they are destroyed cast all the protective magic you have, because you WILL need it. Be sure to include Regeneration and Protection from Magic. On the left wall there are two doors. One is 'broken', so enter the other one. Go straight and use the lift and you'll find yourself in a circular room. Use the console near the central pillar to activate the power.

Head back to the start and open the previously 'broken' door. Kill the droids and use the console to open up the far wall. Open the chest for some much needed Blaster Rifles. Next, head over to the lift in the first room. Take it up and slay all the droids within. Open the chest and then use the console in the corner. Go through the next two doors and kill all the droids in the main room. Make sure to get them all, on both the main floor and the top floor. Then go through the door exactly opposite the one you used to enter. Kill the droids and use the console. Then go back to the main room and go upstairs and take either the left or right door on the far southern wall. Open the next door and enter the bridge. Kill the droids and search the little black thing in the center of the room to find the Oscillator Overthruster. Take it back to Resurrectra to see the ending. Congratulations. You are now done.

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THE PATH OF DARKNESS

PATH OF DARKNESS

While not as powerful as a Light party, a Dark party is much more fun to play. Souldrinker, Armageddon and Sacrifice are evil, evil spells, but very fun to use. Now it's time to kill some innocent people. On top of the latter three spells, there is also Dragon Breath, the ultimate damage dealer.

The promotion quests are much harder for evil people - just try the Warlock or the Ninja quests without help. They are simply the hardest in the game. But otherwise, since those on the Dark path don't have to deal with Queens of the Dead and Lich Kings their path is easier to undertake. It is one thing to use Dragon Breath on others, and something completely else having it used against you.

THE BREEDING ZONE

The new Seer tells you to go see Archibald, Lord of the Pit. The Pit is in Deyja and is hidden under the ground. In the north-eastern corner of the map, there is the Hall of the Pit, which you should enter. Watch out for the gargoyles, especially the Obsidian Gargoyles. They have a tendency of paralyzing you and they also have many hit points and deal lots of damage. The Hall is straightforward, just head due north, go down the lift and continue to the north until you reach the gate to the Pit. Go in.

The Pit is the capital city of the Necromancers of Deyja. It is the home of the Dark Guild, as well as the master Earth guild. There are two promotions to be received here, as well as everything else a town has. Your goal for the moment is Archie's palace, Castle Gloaming. Follow the catwalks to the south, then take a left and then head south again. At the southern end of the road, head east and go in the passage. You'll warp to another area, the Spellcaster's Ward. Head back down the path and you'll find yourself near the Temple of Dark. Going through the passage a third time brings you to the Castle Gloaming. A fourth trip through brings you back to the town proper. Just head to the castle for now.

In the castle go straight till you reach a big room, and from there take the little passage on the left. At the end, go in the boat and use the rudder twice. Get off the boat and go down the stairs. Go in the room and you'll find Archibald. He says that to win his trust, you have to survive a trip through the Breeding Zone - not an easy task.

The Breeding Zone is in the town proper. There is a little staircase leading down with a gate below. Enter it and you will find yourself in the Breeding Zone. The place is littered with secret passages, most of which are necessary to find to successfully make your way through the Zone. You can also find a book of Divine Intervention in the Zone, a nice prize, but useless for those of evil heart. The only hard thing about this level is the abundance of Behemoths, that at this point in the game are really hard enemies that can take and deal a lot of punishment. The only consolation is that they are very big and thus get stuck in some of the hallways. They are then easy to shoot down from afar. All the behemoths hide in the waterways, in other words, in both places where you have to jump down to continue (once right by the entrance). If you keep a clear head, this place is not that hard to complete. The only difficulty is the second waterway. When you jump down, you should head left right away and hide in the small passage. From there you can heal and knock the Behemoths out one at a time, and at your leisure. The exit is down the other side of the waterway. When you leave the Zone from the bottom of the waterway, head back to see Archie and he'll reward you, and he'll tell you that his advisors wish to talk to you. Head next to that part of the city.

Just remember that the monsters in the Breeding Zone always come back when you leave the place.

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CLANKER'S LABORATORY

PATH OF DARKNESS

One of Archibald's advisors wants you to clean out Clanker's Laboratory and deactivate the anti-teleportation shield. Clanker's Laboratory is in the Tularean Forest, northwest of Pierpoint. It is on an island and therefore, you must fly or walk on water to get to the place. When you get to the entrance, enter it.

The enemies here make the place very easy to die in. Most of the enemies (in fact all, if you exclude the flying eyeballs) explode when killed, usually taking some of your characters way under zero. If you head right from the entrance, you will find several golems and elementals. Kill them and push the switches so that you hear something from one of the top floors. Head back up the stairs and head up the next flight. Take a right and you will be in a room with several chests.

If you were to have taken a left you would find yourself at a door. Within you can find a large amount of potions. Take the white and black ones. Continue down the hall and you'll find yourself in a large library. Search the right bookshelves and the wall in the little nook to find a secret passage. This passage leads downstairs. On the left side there is another passage with the shield within. The shield is a huge machine. You just have to click on it to turn it off. You should then proceed to check the place for still living enemies. When they are all dead, head back to the Pit to receive your reward.

THE TEMPLE OF LIGHT

An advisor asks you to retrieve the pieces of the Key from the Temple of Light and the Temple of Dark. So go to the Temple of Dark, which is in the Pit. Walk in, go straight to the back of the altar, and click on it. The altar will move and you will see a safe. Open it and take the piece. You don't even have to do anything else for it, although you can kill anyone you find, if you want. It is kind of fun...

The second piece is in the Temple of Light in Celeste. Go to Celeste by using the large teleporter on top of the largest plateau in Bracada. When in the Capital City, follow the street to the fountain, then take the left road and go to the temple. Enter it.

There are a large number of Clerics and Priests of the Sun walking the halls, but they are simply easy to kill. Go straight, then take a right and then straight again. Go down the stairs and enter the door behind the pillars. From inside go straight and down the stairs when you come to them. Head north and watch the walls for side passages. Take any one of them and head up. There are three sets of tiles. Starting from the east and ending in the west, make sure that only the sun tiles are down. When all three are down, go downstairs and click on the star. A door will open in the northern wall. The room beyond has a single chest. In it lies the altarpiece.

When you have both pieces, head back to the Pit and give them to the advisor.

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THE LICH JARS OF NIGHON

PATH OF DARKNESS

One of Archibald's advisors asks you to go steal a crate of soul jars from the warlocks of Nighon. First head to Stone City and go down to the Troglodyte caverns. From here go north until you find the exit. You'll enter the Tunnels to Nighon. From here wander around aimlessly until you find another exit. I don't remember where it is, but I know that it is near to a couple of fireball traps. When you find the exit, go through it.

You are now in Thunderfist Mountain. Watch out for the Minotaurs here, because they are really powerful at this point. Use Invisibility, if you have it. Follow the right wall until you get to an exit. Leave the caverns and you'll find yourself in Nighon.

Head to Nighon town. Go to the temple and turn around. Look up and you'll see a few buildings. Now you need the Fly spell. If you don't have it, buy a scroll. Cast it and you'll be able to fly to the buildings, which turn out to be a store and the Master Fire Guild. Follow the northern mountain face until you come to another building. It is another entrance to Thunderfist Mountain. Enter it.

Follow the path until you hit a lift. Cast Featherfall and jump into the shaft. Go south, circle around the lava pit and enter the library. Go around the shelves and look for a secret room at the dead-end. There is a treasure chest within containing the soul jars. Take them back to the Pit for your reward.

ROBERT THE WISE

The fourth quest you get from Archie's advisors is to kill one of the advisors of the Wizard King of Bracada. Robert the Wise is your target, and he is a powerful foe. Head to Celeste and walk to the fountain. At the fountain take the right path and take a left at the end. You'll see several buildings, they are the homes of the advisors. The far left one is your target. The door is now unlocked. Cast every protection spell you have, and make sure that you have Protection From Magic cast upon yourself, or you'll find yourself eradicated really quickly.

When in the house, just run straight ahead and you'll see the gunslinger soon enough. Attack him mercilessly, and you could kill him if properly prepared. Take his Blaster and the Cube he wears and head back to the Pit to deliver the Cube. When you get back you find that the necromancers have split into two factions, Archie's group that have moved off to Clanker's Laboratory, and Kastore's group that have taken control of the Pit and all of Deyja. You are asked to meet with Kastore in the throne room. After this quest you get the Blaster skill for free. You should bring it up to grandmaster level as soon as possible (I got the skill, then five minutes later I had it at level ten - so I saved a few hundred points.), it is very useful.

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KILL XENOFEX

PATH OF DARKNESS

After the revolution, you must meet with Kastore. He tells you that you have to travel to Eofol and slay the devil Xenofex in his lair in Colony Zod. This is very hard, and should only be undertaken by high level characters. Well anyway, make your way to Thunderfist Mountain and take the north-westernmost exit, to arrive in the tunnels to Eofol. Make sure you have Protection From Magic cast (to protect from eradication, instant death and petrification) and head in slowly. Behemoths and Medusas make their homes here.

The exit is in the north. Just head through the tunnels until you find a spot where the exit from the room is in a tunnel lower than you are. Take it until you find yourself on a little walkway through a huge room. On the right side, there is a passage leading out of the huge passageway and into a long hallway. Go down it and take a left, you will be at the exit. Leave for the Land of the Giants.

Eofol is a terrible place crawling with Titans, Dragons and Devils, all in large groups. You can kill them, but only with Blaster Rifles, which you don't have yet. Do what I do - Cast Fly and Invisibility and just go around undetected. If you don't have Town Portal, bring a scroll or a wand - You need the spell to leave the place. Lloyd's Beacon will also do the trick. Head to the northeast until you find a shrine. Avoid the dragons and use it - it opens the portal to Harmondale. You can then use it to warp to Eofol whenever you want. Go back to Eofol and head southwest.

If you watch the ground, you will see a large group of devils guarding some sort of system of pipes. Land and avoid them as you enter Colony Zod. The place is a system of pipes. Go straight then take a left. At the end there is a door, and you must enter it. There is a weird elevator. Take it up. In the first room there should be a set of three buttons. Be like me and press all three. Go through the door and open all the doors. Kill all the Devil Workers and in the far left most room search the cage to free King Roland Ironfist, brother to Archibald and husband to Queen Catherine of Erathia. He'll thank you and he'll give you a key. Go back down the elevator and head back to the entrance.

On the left hand side of the hall there should now be a passage with a lift at the end. Take the lift up and be prepared for a tough fight. Kill the Devils and search the side rooms - in one there is another lift. Take it up and search all the new rooms. There is another lift and this one brings you to a locked door. Use the key. Beyond the door is Xenofex's lair. He is a normal Devil Captain, and as such Protection From Magic is a must against him, or he'll drain your spell points. Kill him and his accomplices and take all the stuff that is just lying around on the ground and in the chests. You should find two or three more Blasters. Awesome. Equip them. Head back to the Pit and talk to Kastore for your reward, and to see a few movies. You see Archie's exile and the truth behind the four advisors, as well as the advisors of the Wizard King.

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OSCILLATOR OVERTHRUSTER

PATH OF DARKNESS

Kastore tells you that to complete their plans of conquest, they need an Oscillator from their downed ship to power their Ancient Weapons Creation Machine (or whatever). He gives you four Wetsuits and tells you to travel to Avlee and explore the seas. Head to Avlee.

When in Avlee, travel to the western sea and equip the Wetsuits. Remember that you can't have anything else equipped at the same time, other than Blasters. Fine. Jump into the water and swim to the west. When prompted say yes to the Shoals. A day later you'll find yourself underwater. To get to the Lincoln, head west and you can find it at the bottom. Head tot he back and you can enter it by clicking on one of the "wings". Go on in. Keep clicking 1 until you see your inventory. Change weapons and armor.

When you are fully re-equipped, charge the stupid droids and kill the Assassin Droid first. Then take the second door out of the room. Go straight down the hall and use the teleporter. You should now be in a circular room. Use the console to put the power back on. If you can't find it, use the lift to go to a lower floor and activate it from there. Go back to the entrance and before the first teleporter, you see a door on the left. Open it and kill the droids within. When they are destroyed, use the consoles to open the doors. Go across the big room and open the chest. There are a few Blaster Rifles in there. Good weapons. Equip them to you weakest party members. Take the lift at the end of the hall and go through the door at the top. You will be in a room with a few droids. Kill them and activate the consoles. Then take the teleporter to the other side. Use the consoles there too. Go out through the door and you'll be in a large, well-guarded room. Kill the droids and go up the stairs. On the right side there is a armory where you can pick up a few extra Blasters.

Head to the north and open the door. Follow the passage to the end and go through the door. You should now be in a room that looks like the bridge. Go to the left and search the little black pit thingy. You will find a small green crystal. That is the Oscillator. When you take it, the security system activates itself and you have to escape quickly or you will die. So just warp back to the Pit and give the Oscillator to Kastore. Congratulations. Sit back and enjoy the movie. You are done with the game.

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SIDE QUESTS

Completing side quests do nothing but add to your experience and treasure. They also bring up your overall reputation, as well as your specific reputation. The latter helps you in just in the area you are in. For example, by completing all the quests in Harmondale, the amount you pay in stores is reduced dramatically.

EMERALD ISLAND

Lord Markham offers your party a reward of 1000 gold if you bring back proof of a previous party's demise. This is simple. Head to the dragon's lair on the East Side of the island. Enter and pick up the scroll and shield. Ignore the dragon. You can only be his snack. You cannot kill him at this point. So don't even try. If you really feel adventurous you can try to run and grab everything on the ground, but that just seems suicidal. If you feel really courageous, there is a longbow lying on the ground. That can also be used for the contest. Bring the shield and scroll back to the lord of the castle.

HARMONDALE

Harmondale - Missing Arcomage Player

A man in a house near the stables is worried about his missing brother. His brother is a paranoid freak that is obsessed with a card game. He tells you that he went to practice his cheating in the White Cliff Caves and he asks you to check on his brother.

You reach the White Cliff Caves via the southern road leading to the Barrow Downs. Follow the road till a little side path leads up the side of the hill and at the top you'll see a bridge crossing the river. Cross it and the cave entrance is right at the other end. Enter the cave.

The body of the slain brother is in the northwest corner of the cave and is easy to find. The problem is getting to him. There is a war going on between the troglodytes and the oozes here. The key is to kill any lone drones and to run from the almost-invincible-at-this-point oozes. Basically, you only have to run around picking everything up and you will soon find the missing man's deck and his journal. Take them and bring them back to the man. You'll be well rewarded... with experience at least.

Harmondale - The Lantern of Light

There is a man in the temple who has lost his temple's holy symbol and needs it to retain the clergy's faith. Without the Lantern of Light he fears that the followers of his church will lose all faith in whatever god they worship. He humbly asks that you retrieve it.

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The Lantern was carried deep beneath the Barrow Downs into the dwarven crypts there. You simply have to travel to the barrows, which can be entered via a hill just south of where the cluster of buildings is located.

The main trick to this level is to know where you are and how to move from place to place. In the first room that you enter you have to kill everything and search all the walls to find a chest with a key in it. When you have found it, you can open the plaque. On the plaque you'll see some Roman numerals and a tree. The tree means that by using the right doorway, you'll be brought back outside. The number in the middle, namely the IX means that you are in room 9. On the left, one slightly lower, the other a bit higher than the one in the middle, tell you which rooms you can warp to. There is a switch on the left side of the plaque. The wooden bar points at the room to which the teleporter is set. You should take your time searching the place and looking for secret doors - it is worth it, seeing as to how I picked up over 27 thousand gold pieces in that one level.

There are sixteen barrows, including the one denoted with an Ankh. Your goal is the one marked with a II. It is easy to get to and is guarded by a whole slew of zombies and other assorted rotting corpses. Go straight from the entrance and open a secret passage into the aqueducts. Take a right and pass the first junction and take the second right. There are three chests, one of which contains the Lantern of Light. Make sure you have had your fill of skeletons, wights and goglings and return to the church in Harrowdale to get a load of experience as well as a lot of gold for the Lantern. Yipee.

Harmondale - The Signet Ring

In Harmondale's tavern there is a man that offers you a reward if you bring back his signet ring. He needs the ring so he can continue his business. He tells you that an Erathian bandit gang were the ones that stole his ring. West to Erathia then. North of the road there is a valley guarded by Robbers, Bandits and Raiders. In the valley there is also a cave.

The cave is an easy enough place to clean out with very few difficulties. The ring is in a chest far into the dungeon, but should nevertheless take no more than ten, fifteen minutes to retrieve. When acquired, return to Davrik and he'll pay you for it's return.

STONE CITY

Stone City - Troglodyte Infestation

A dwarf on the East Side of Stone City asks that you clean out the lower mines so that the dwarves could continue to mine their ore down there. Simple enough. Head to the western side of town, near the temple. There is an elevator there that goes down two levels. Take it to the bottom level and get ready to fight. There are no tricks to this place, and there are no secrets. Just wander the halls and slay everything that you see. Just be careful not to leave the caves via a door - that exit go to Thunderfist Mountain, a place where big things live, provided the Magogs and Gogs in the first series of caverns don't kill you first. When you are sure that every last stinking troglodyte is dead, head back to the dwarf who asked you to clear the area for your reward. An easy way to get about this level is to simply follow the left wall. It makes it easier to navigate the halls and helps you make sure all the invaders are dead.

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ERATHIA

Erathia - Arcomage Championship

A man living near the Erathian harbor asks you to win the Arcomage Championships. In order to win, you have to beat someone in all thirteen taverns across the continent. But first you need a deck. The taverns are in Harmondale, Erathia, the Bracada Desert, the Barrow Downs, Stone City, Nighon, Deyja, Avlee, the Tularean Forest, Tatalia, Evermorn Island, the Pit and Celeste. Your reward for winning the championships is 100000 gold and several relics and artifacts. The game itself is described in the FAQ section

TATALIA

Tatalia - The Three Paintings

A man in Tatalia wants you to get a collection of paintings for him - one of Roland, one of Archibald and one of an Angel. The first two are hidden away in Castle Gryphonheart. The one of Archibald is in the east wing, and the one of Roland is in Queen Catherine's room in the western wing. To get there you have to go up the stairs and through the chapel. The third painting is hidden in the eastern wing of the Haunted Mansion in the Barrow Downs. When you have collected all of them, head back to Tatalia to collect 50000 gold and experience.

THE TULAREAN FOREST

The Tularean Forest - The Three Statuettes

A man in the city of Pierpoint asks you to retrieve three statuettes. These are to be placed in the shrines in Tatalia, Avlee and the Bracada Desert. Two are found on Evermorn Island, while the third is hidden away in the Maze, in northern Nighon.

The first is found in the Grand Temple of the Sun. It is in a treasure chest in the room directly to the left of the entrance. The second is in a treasure chest in the Grand Temple of the Moon. It is in a secret room. Go up the stairs to the right of the entrance and take a left. The secret door is at the end.

The one in the Maze is a little harder to find. Follow the left wall until you reach the caverns in the north. The Pegasus statuette is in one of the chests.

The knight statuette is placed in the north of Avlee. The shrine is on an island in the far north-west. The island is guarded by a lot of water elementals and sylphs. The eagle statuette is placed in southwestern

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Tatalia. It is easy to see, and is right on the coast. The Pegasus statuette belongs on the pedestal in northern Bracada. It'll take a little searching to find, because it is in a valley.

When all three have been placed, return to the Tularean Forest and report to the man. He'll reward you really well.

The Tularean Forest - The Faerie Pipes

A man in Pierpoint wants you to deliver a message to the Faerie King. Go to the Hall Under the Hill in Avlee and walk around the mound three times counter-clockwise and talk to the King when the door opens. He'll trade you the Faerie Pipes for all your food. Leave the hall, buy food then head back to Pierpoint. You'll get experience and a key for a reward. To use the key, head back to the Hall Under the Hill, enter the mound and fight your way to the end. Use the key to open up the treasure vault.

DEYJA

Deyja - Griffins Must Die

A man in northern Deyja wants you to kill all the griffins in Bracada and Erathia. He is simply trying to stop a war from starting. This means that you have to explore both maps entirely and kill all the griffins, including those that are acting as guards in Erathia. They all must be dead before you are allowed to collect your reward. When done, head back to Deyja and talk to the man. This quest is only available if you are on the dark path.

NIGHON

Nighon - Haldar's Remains

A man living near the training hall in Nighon asks you to bring back his brother's remains from the Maze. The Maze is in northwest Nighon and is crawling with Minotaurs and Hydras, all of which are pretty easy. You just have to head north until you find the caverns and the remains are hidden in a treasure chest.

THE BRACADA DESERT

The Bracada Desert - Retrieve the Scarf

A man on one of the plateaus in Bracada asks you to retrieve the Seasonal Scarf from the Hall of the Pit. Just go there and fight your way through the hall until you reach the entrance to the Pit. The chest is in that room. The scarf is in the chest. Bring it back. Easy enough? This quest is only available for those on the Path of the Light.

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PROMOTION QUESTS

PROMOTION QUESTS

Promotion quests are very important to the flow of the game. For each rank that a character obtains in their class, they receive more hit points and spell points - for each level that they have already obtained - and for every other level that they get in the game. Aside from these two bonuses, a higher rank character gains access to new skills, allowing some classes the use of spells, and others the right to advance farther in their skills. The most important part of the promotions is the ability to bring your skills to the grandmaster level. The grandmaster levels are always better and make all characters more powerful.

Note: All benefits for promotions are listed in the manual, so I see no need to reprint them.

CAVALIER

In Erathia, in the city of Steadwick, there is a cavalier living near the town hall. He tells you that to become a cavalier, you must travel to the Barrow Downs and clear out the Haunted Mansion. Pretty easy, really. The Haunted Mansion is in the northwestern corner of the area.

The mansion is filled with spectres, shades and wraiths. None of them are particularly hard alone - only when in large groups. Well, anyway, upstairs there is a library, which you shouldn't enter until later. On the main floor there is a passage leading to a lower section of the mansion. On this floor there are a few enemies to kill, just nothing really serious. Open all the doors and kill all the ghouls, ghosts and revenants. Then head upstairs to the library and clear it out as well.

On the left side of the room, there is a bookshelf with a book sticking out of it. Put it back in place by clicking on it and a secret passage on the north wall will open up. Kill the wraiths and wights that pour from the new passage and flip the switch before you. I don't know what it does - but it didn't kill me. To the west there is a spiral staircase heading down. Take it slowly - there are enemies posted at regular intervals along the way. At the bottom, there are two passages heading to the left and right. Enemies come from both passages and will attempt to swarm you. Run up the stairs and take them on as they come around the corner, just watch out for the Barrow Wights. They are more powerful versions of their cousins and tend to paralyze your cleric, if you have one. They just take a little planning to kill. Strong weapons are good, fire spells work well and courage is the most important thing to have against them. Clearing out and exploring the rest of the mansion is an easy thing to do, and when you are sure that all the undead have been slain, head back to Erathia and talk to the cavalier. He will promote you to the rank of Cavaliers and Honorary Cavaliers.

CRUSADER

The hardest of the first round of promotion quests. In the city of Steadwick on the opposite side of the building where the cavalier is found, you find the crusader. He tells you that to become Crusaders and Honorary Crusaders, you have to kill a dragon - a specific dragon. Its name is Wromthrax the Heartless, and it lives in the northern mountains in Tatalia, directly west of the Mercenary Guild.

Make sure you are at least level 30 before attacking this beast. Use everything you have, including your strongest weapons and spells. Acid Burst seems to be quite effective against him. Don't be disappointed if a few of your characters die, since they'll get the experience for the quest anyway. In fact, the quest is complete as soon as you kill the dragon, and the crusader leaves your party.

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In Harmondale go to the group of buildings in the south-western corner. In one of the houses you find Bartholemew Hume who tells you how to become an initiate, as well as how to become Honorary Initiates. It is a very simple task. Go to the Barrow Downs and find the secret meditation spot in the dwarven crypts. There you have to pray. This is a very easy task to complete.

Head to the Barrow Downs via the southern road. In the Barrow Downs travel to the south until you find a hill with a road circling it to the top. Climb the hill and enter the Barrows. Head to the room with the Ankh instead of a number as it's marking. The way to move about this place is discussed in the Lantern of Light side quest. When you arrive there, clear out all the monsters while heading to the main room with four branching rooms behind closed doors and a fountain in the middle. Pray before the fountain and achieve your goal in the form of a promotion. Note: this promotion allows monks to cast spells. Go buy some.

ROGUE

In the Erathia sewers, talk to the Master Thief, Bill Lasker. In order to get to him you need two jump spells, so come prepared. He will offer to promote you to the rank of rogue, if you can steal the vase from atop Lord Markham's mantle and bring it back to him. Easy enough right?

First head to Tatalia and enter Lord Markham's Manor. Kill the two Initiates of the Sword and heal. Then enter the room on the right and slay the guard within. Wait for the guards to come out one at a time from the opposite room. Kill them all and when they are all dead, prepare for the hardest battle yet. Around the corner there is a Champion of the Sword who is very powerful. Hit him hard and with all you got, because he is the last enemy in the place. When he is dead, take his armor and search the fire to obtain your prize. Return to Bill Lasker with it and he will promote you to the rank of Rogues and Honorary Rogues.

HUNTER

In the Tularean Forest, an elf tells you how to train your rangers. He tells you to infiltrate the Hall of the Faeries and talk to their king. It is a very easy quest. Head to Avlee and go to the Hall of the Faeries. There is a large mound in the middle. Walk around it thrice counter clockwise and a door will open. Just go to the door and talk to the king. He'll upgrade your rangers to hunters.

WARRIOR MAGE

In Avlee, there lives the Sniper. He tells you that he will train your party to the rank of Warrior Mages or Honorary Warrior Mages, if you complete his quest. He requests that you stem the flow of medusas into the Red Dwarf Mines. All that means is that you have to go back to that hell hole.

Travel to the Bracada Desert and enter the Red Dwarf Mines. Go back to the lift you saw and press the switch. Make sure you are ready for the magic-proof medusas that are found below. In the first room on the right, there are two or three medusas. Just run towards them and hack at them and they shouldn't be any problem unless they paralyze one of your characters. Just be warned that they are archers and are better than you in that regard. Now, head down the left passage and kill every other medusa you find. The corridors are long and are rather empty of inhabitants. The medusas are pretty easy to kill and shouldn't be too big a problem since they suck at melee combat. There is a single exception - the Medusa Empress. She hides in the upper left portion of the mines and can turn your characters to stone. She is hard to kill due to massive amounts of hit points and hard to get to, because of the four or five other medusas in the room. When dead, she offers up an amulet that protects a single party member from being transformed into a statue.

Somewhere in the northern part of the caves, there is a weird machine that makes a terrible racket. Kill

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the guards and use the band by clicking on the machine. Run for all you are worth, because if not, you have one hour to live. Just run to the lift and go to the upper floor. Then exit the mines and return to the Sniper. He will reward you well for this service you have done.

PRIEST

A man in the northernmost settlement in Deyja offers to train your clerics if you return with the map to Evermorn Island. The map was stolen by pirates and hidden away in their headquarters in the Tidewater Caverns. The Tidewater Caverns are logically situated near the city of Tidewater, which is the capital of Tatalia. The caves themselves are on an island west of the harbor and thus, you must use the Walk on Water spell to get there. That means that you either have to have expert water magic to learn the spell, or that you have to find or buy a scroll.

The caves themselves are not that exceptional. There should be no new enemies, and they should all be easy to kill. There are only a couple of things to remember here. When you enter the caves you are in a large cave-like room - well, ok, maybe it is a cave. Enemies will try to swarm you, but they are so weak that you shouldn't care. Just kill them and head into the next room where there is a staircase. Just look for a secret passage on the left side of the stairs. There is a treasure chest in there. If you go up the stairs, you will be in another room. Head out on to the deck of the "ship" (I found it kind of looked that way.) and take the stairs up to the top deck. From there go down into the hold and kill everything. Near the stairs going down to another cave, search the walls. A secret passage containing several chests should open up. In one of them there is the map. Exit the caverns and bring the map to the priest in Deyja. You will be promoted and you will also be allowed to travel via ship to Evermorn Island.

Note: Travel to Evermorn Island is possible only on Sundays from the port in Tatalia. (other ways exist, but are harder to find, as well as longer and more expensive.)

GREAT DRUID

In the Tularean Forest, near the stables, you meet someone who will train you in the ways of the great druid, but only after you pray at the three circle of stones in Avlee, Tatalia and Evermorn Island.

All three are easy to find and when you find them all, just go back and talk to him. In Tatalia, the circle is in the lower right, on Evermorn Island, it is on an eastern isle and in Avlee it is west of the town and guarded by a horde of wyverns.

WIZARD

In order to achieve the title of Wizard you must visit Thomas Grey in the School of Sorcery in the Bracada Desert. To get there you have to take a teleporter from the main square. Thomas Grey tells you that you have to assemble a golem to become a Wizard. You need a head, a torso, and the four limbs. He sends a golem with you to carry the parts that you have found.

The head is in a treasure chest right in the town square. It is not hard to find. Inside the chest there is also a Bill of Sale which tells you where all the parts can be found. The second head is on the hill below the Tower Bridge (like in London.). The one under the Tower Bridge is the fully functional head.

The torso can be found in the Barrow Downs. From Stone City, take the southwestern bridge and it will take you to plateau with several gargoyles on it. Kill them and take the prize. Now you should have the second part.

Another part is on the western island in Avlee. It is guarded by many water elementals and other creatures like them. It is in a treasure chest near the obelisk. All I did was run over there and grab it,

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leaving the guardians to themselves. You can also try the Invisibility spell (from a scroll).

The right arm is on a western island in Tatalia. It is in a chest near the Tidewater Caverns.

The right leg is in Deyja. On the hilltop to the northeast of the northernmost settlement in a chest overlooking the coast.

The final part is also in Deyja. It is in a chest along the northern coast, atop the hill. Beware, because Harpies heavily guard it.

Once you have all six pieces, assemble the golem and then head back to Bracada and talk to Thomas Grey. He will then proceed to train you and he will also give you the golem to guard your keep.

CHAMPION

A woman on a ridge in Bracada has the right to teach you the ways of this class. You must be good for her to make the offer, though.

All she asks is that you complete five battles at the Arena. So go to Harmondale and make sure it is Sunday. Go to the stables and take the trip to the Arena. If there is one hint I can give you, it is to cast all your protection spells before you apply for the battle. You should also cast Invisibility. Then go through the middle door and ask for a Knight level battle. You have to get five Knight level victories before you can be promoted. If you used the Invisibility spell, you can then scout out a good place to start your assault.

This takes a minimum of five weeks to complete since you are only allowed a single battle each trip. When five wins have been collected, head for Bracada to get your promotion.

HERO

The Erathian Crusader also teaches the way of the Hero, but one must be good to receive the training. He wants you to rescue Alice Hilgraves from the "Microsoft Building" in southern Deyja. Head there and barge in through the front door. Kill the Initiates of the Sword in the first room then take the lift up to the second floor. Take a left and kill William Setag. Take his key and open the nearby door. Take Alice back to Erathia for the promotion.

MASTER

Bartholomew Hume can train all Initiates to the rank of master, but only if they follow the light. He lives in Harmondale. He wants you to retrieve the Cloak of the Sheep from the Temple of Baa in Avlee. The temple is in the southwestern corner of the map.

Enter it and cast all your protection spells. Go down the right set of stairs until you hit a passage going to the north. Follow it all the way until you hit a large room. In this room there are many enemies, including the High Priest. The High Priest is wearing the cloak. Take it from him, and make sure to have fun doing it. Take the cloak back to Bartholomew Hume and he lets you keep it. What to do with a cloak that makes you immune to everything? Wear it, of course!

SPY

Bill Lasker, the master thief of the Erathian Sewers can train all good rogues in the way of the spy. He wants you to break into Watchtower 6 in Deyja and lower the counterweight. Head to southwest Deyja and climb up to Watchtower 6. Enter through the main entrance at the top of the hill.

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You'll enter into the main gate room. Just kill the enemies and go straight to the lift. Take it down. When it stops, open the secret door and slay all the liches in the next hall. Take the second elevator up. At the top you'll see that you are in the middle of a large room with four large landings in the four cardinal directions, all laden with liches. The floor far below is crawling with Necromancers and the undead that they summon. If you fall down you can return to the lifts by opening a secret door in the northern wall.

On top of the second lift, you'll see two switches, one in the north, another in the south. The northern one controls the lift, while the southern one controls the platform. By pressing the southern one a platform elongates from the central pillar to the landing in the north. While there is nice treasure on all four landings, only the southern one is necessary to visit. To get there, press the south switch again and again. The second time you press it the platform comes back. A third time makes it go to the west. It goes on like that. When on the southern landing, head down the stairs and use the switch on the west wall to lower the counterweight down to the first floor. Head back to the Erathian Sewers and report to Bill Lasker.

RANGER LORD

The Ranger Lord teaches good Hunters. He lives in the Bracada Desert, north of the docks. He wants you to calm the Tularean Forest's trees. First head to Tatalia and go to the Mercenary Guild in the northeastern corner. Go in and go in the northern door. Go down the stairs and open the door on the left. Kill the guards within, then open the secret door. Within is a chest with the Heart of the Wood within. Take it to Oldest Tree in the Tularean Forest (east of Pierpoint, on an island south of Clanker's Laboratory) and he'll be grateful. When done, go back to the Ranger Lord for your promotion.

MASTER ARCHER

The Master Archer lives in Harmondale on a ridge overlooking the town. He teaches only those of good alignment. He wants you to retrieve the Perfect Bow from the Titan's Stronghold in Avlee. Head there and enter the front door. Have the Invisibility spell or be prepared to run for your lives. You might want to loot the place, because there is real first class stuff here. The Perfect Bow is easy enough to find. At the first intersection go west, as well as at the second. At the third one, take the eastern path to find a chest with the bow within. Return it to the Master Archer for the promotion.

PRIEST OF THE LIGHT

The priest in charge of training the Priest of the Light lives in Celeste. He teaches only good people. He wants you to defile the altar in the Grand Temple of the Moon on Evermorn Island. Go there and go to the temple (it is on the largest island, the one with the tavern). Just head straight through the first door and up to the altar. Click on it to defile it. It doesn't get easier than this. Go back to Celeste for the promotion.

ARCH DRUID

In the Tularean Forest, near the stables lives the Arch Druid. He teaches those of good alignment. He wants you to retrieve the remains of a long dead dwavern king and bring them to their proper burial place. Head to the Tunnels to Nighon and head to the watery caverns in the northeast. The skull and the dwarf's axe (awesome axe) are in the northeastern corner of the tunnels. Make sure you search the skeleton. (The skeleton is marked on a map in the FAQ section. Look under the Nighon heading.)

Head to the Dwarven Barrows and head to the barrow marked by an Ahkh. From the entrance head straight and enter the first room. Click on the coffin there to lay the skull within. Return to the Arch Druid for the promotion.

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ARCHMAGE

Thomas Grey of the School of Sorcery in the Bracada Desert offers this rank to those of good alignment. He wants you to retrieve the book of Divine Intervention from the Breeding Zone in the Pit. Head to the northwest corner of the Pit and go down the stairs to get to the Breeding Zone. Head straight. Jump into the crevasse and head west and up till you reach a 'dining room' or some such place. On the opposite wall there is a secret passage. Go through it and explore the area to the left when you reach the first junction. There are two ways to go and down each is a room with a switch. When one switch is pressed, a secret room opens up in the other room. In one of the secret rooms is a chest containing the book of Divine Intervention. Bring it to Thomas Grey and he'll copy it and give it to you, as well as the promotion to Arch Mage. From then on, the spell will be available in all the Guilds of Light.

BLACK KNIGHT

The Black Knight lives in the city of Steadwick, near the town hall. He'll train those of evil inclination, if they pass his test. He wants to wreak havoc on the elves and asks you to rob their treasury blind.

Go to Pierpoint and enter Castle Navan. From the entrance go straight to the lift and go down. Take the right path and ignore the warnings. At the end of the hall, search the ground and a hidden staircase will become available. Take it down and kill all those within the new room. Then take everything and head back to Erathia and get your reward.

VILLAIN

The one who teaches you to be a villain lives in southern Deyja in a rather large house/tower place. If you are evil, he will tell you to capture a noble lady from Castle Gryphonheart and bring her back to be imprisoned in his house/tower thing.

When in Castle Gryphonheart go straight and take a left at the throne room. Go straight down the hall and search the rooms at the end of the hall. In one there is the lady and you capture her automatically. Just leave and take her back to Deyja to get the promotion.

NINJA

In the Pit you can find the Ninja. He offers to train all Initiates of evil disposition. His quest is a complex one - you have to steal the Scroll of Waves from the School of Sorcery and use it to decode the cipher he gives you. Then you have to find the tomb and open it. Then you have to find an artifact and bring it back to the Ninja.

The Scroll of Waves is your first goal. Go to the School of Sorcery and enter it. Head right into the bookshop. Kill the wizard there and open up the cupboard at his feet and push the switch. The door across from the entrance opens up. Go in there and at the hallway watch out for the trap. Head right and search all the shelves until you find the Scroll of Waves. Then leave the place. The third word is pattern and you have to use it to decipher the cipher by subtracting pattern from the cipher. You get the message "I have found the tomb of Master Kelwin and have deduced the code from his notes. It is north, east, south, west and center. My job is done and the debt is paid. Good luck."

The tomb is in southeastern Erathia along the river. It is very hard to see. At the door there is a panel with five buttons. Press the top one, then the right one, then the bottom one, then the left one and finally the middle one. The door opens and you must enter it. The tomb is a very small place and the artifact is in a sarcophagus in the room on the right.

Once you get the artifact, head back to the pit and talk to the Ninja. He allows you to keep the artifact as a reward and promotes you to the rank of Ninja.

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ASSASSIN

The Assassin lives in the northern settlement in Deyja. He will train those rogues who follow the dark. He asks you to murder the Lady Carmine of the Celestial Court, and bring proof back to him. He will then promote you to the rank of Assassin.

This quest is easy. Go to the city of Celeste and walk to the Temple of Light. Lady Carmine is walking around the entrance, atop the steps. You only have to right click on all the peasants till one is named Lady Carmine. When you find her, kill her and take her dagger. Take the dagger back to the assassin in Deyja to get your reward.

BOUNTY HUNTER

In the Tularean Forest you find the Bounty Hunter. He offers to train all evil Hunters to his rank if you finish his quest for him. The easiest promotion quest. All you have to do is gather up 10000 gold from bounties and talk to him to become a Bounty Hunter yourselves.

SNIPER

The sniper lives in Avlee. He will offer to train you if you are on the dark path. He wants you to retrieve the Perfect Bow from the Titan's Stronghold in Avlee. Head there and enter the front door. Have the Invisibility spell or be prepared to run for your lives. You might want to loot the place, because there is real first class stuff here. The Perfect Bow is easy enough to find. At the first intersection go west, as well as at the second. At the third one, take the eastern path to find a chest with the bow within. Bring it back to the Sniper for your reward.

PRIEST OF THE DARK

In the northernmost settlement in Deyja a Priest of the Dark offers to train your evil Priests. All you have to do is defile the Altar of the Sun in the Grand Temple of the Sun. The temple is on one of the western isles near to Evermorn Island. So head there.

The temple still has an active clergy and these you have to kill. The temple is rather straightforward and pretty easy to complete. You just have to walk north and you come to an altar. Just click on it and your characters should flash and get experience. When you are sure that the altar had been defiled, head back to Deyja and get your reward. This is one of the game's easiest promotion quests.

WARLOCK

The Warlock lives in Nighon and trains evil Great Druids. You have to find a dragon egg, and hatch the egg to get your animal familiar. Fortunately, you just have to bring the egg to the Warlock and he does the rest. The egg is in Eofol.

Warp to Eofol from the Shrine in Harmondale. Make sure you are invisible and can fly, or you will have to fight many Titans and Dragons. They can and will kill you. Head up the nearest mountain slope and on the side you'll find a cave. Enter it and avoid all the dragons and run to the egg and pick it up. Get back to Nighon and talk to the Warlock. The egg hatches and a baby dragon joins your party. All you then have to do is feed it and it gives your Warlocks bonus points to many of their skills.

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LICH

The Lich lives in the Pit and trains evil Wizards. All you have to do is obtain four lich jars from the Walls of Mist in the city of Celeste. In theory not that hard - in practice it is very hard since all the enemies come back to life if you leave. The enemies don't supply you with any experience, so you might as well not kill anything here, in fact, you are not allowed to kill anything here, or the Jars will not be in the chest at the end.

In the middle of the first room there are three arches. Go through the right one and you'll warp to the eastern pillar. Head north and through two teleporters then go down the lift. Go straight then take a right up the stairs. You'll walk into a larger room where there are several arches to either side. You must go to both the left and right sides of the room and activate the switches by all four little pools. This drains the larger pool at the northern wall of the central chamber. Head there and jump in. Open the chest and take your reward - the East Pillar Key. Head back to the main room via the arch.

Now take the middle arch. You should now be atop a large tower in the middle of the northern pillar. Look at the map and notice the four rooms branching off from the main room. Go down all four paths and click on all four of the little "pedestals". Then head back to the main tower and look at the map again. There is a platform in the bottom right corner that when you step upon will take you to the top. Take the platform and open the chest at the top to get the Northern Pillar Key. Head back to main hall.

From here take the left arch and you will end up in the west pillar. You just have to head north until you hit some stairs and go up the left ones. Head to the end and you'll see three buttons and a lever. Make sure that only the right button is sticking out and then pull the lever. That will lower a part of the floor, and in that area you can find a chest with the West Pillar Key. Take the three keys and go back to where the three arches are. Go to the northern part of the room to find three locks. Make sure that all the buttons are depressed by using the appropriate keys on them (West Pillar Key on the western one, and so on so forth). When all are unlocked, a hidden room opens up and a chest therein contains the four lich jars. Take these back to Lich in the Pit and he'll turn all your Wizards into members of the undead and the rest to Honorary Liches.

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FREQUENTLY ASKED QUESTIONS

Q: Why do the lords keep on throwing me in jail?

A: You have a fine to pay. You probably stole something and were caught, or you killed a peasant at one point or another. Check your awards screen, and it'll show how many fines you have to pay. You can pay them at any Town Hall.

Q: I have all the golem parts, but Thomas Grey won't promote me to Wizard! Help!

A: You have to talk to the golem he sends with you. The golem is with your hirelings and can be reached by shifting to the left and right through them. Talk to him once for every piece that you have. Then talk to Thomas Grey.

Q: What do I use the ore for?

A: Bring it to the weapon, armor or item smiths in Erathia. The better the ore, the better the reward.

Q: What are the apples for?

Use them on a character to get +1 food.

Q: What are the horseshoes for?

A: Use them on a character to get 2 extra skill points. You find them outside of the stables throughout the world. When the monsters respawn in an area, so do the horseshoes.

Q: How do I steal stuff?

A: Hold control while clicking on the item you wish to steal. You may take a reputation drop or get a fine for your behavior.

Q: How can I die and have a nice laugh at the same time?

A: Bring Loren Steel to the King of the Elves and take Loren as a choice of conversation.

Q: Why does Queen Catherine kill me when I bring her Loren?

A: You got Loren a different way than you were supposed to and brought back an imposter!

Q: Why does the Elf King kill me when I bring him the plans?

A: You brought some fake plans! Next time get the real ones...

Q: Where is the Arcomage deck?

A: Look at the quest "Missing Arcomage Player" in the side quests.

Q: Can I send you money?

A: Yes.

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Q: Where are the obelisks, and what do I get for finding them?

A: In every area there is an obelisk. There are fourteen in all. They can be found in Harmondale, Erathia, Bracada, Celeste, the Barrow Downs, Tatalia, The Tularen Forest, Avlee, Deyja, The Pit, Evermorn Island, Stone City (Trogldyte Caverns), Nighon and Eofol. When you find all fourteen, you can solve the puzzle:

Pirates Five
One Survive
Hide the Gold
Under the Sand
White Flower
Witching Hour
Bloom Upon
A Haunted Land

Go to Evermorn Island and on one of the Western Islands there is a circle of stone. Wait there until midnight and pick the flower to get some awesome relics.

Q: I found this weird bottle with a temple in it. What's it for?

A: As far as I know, it is useless. You can go in to the bottle as an escape route and while there you can pick up some crappy stuff and meet the makers of the game - and kill them if you want...

Q: I'm pretty far and I haven't found a use for the ultra-expensive Invisibility spell yet. It was such a waste of money!

A: You're mistaken. This spell makes a lot of hard situations easier, like, for example, the Titan's Stronghold.

Q: How do I get to Nighon and Eofol?

A: Here take a look at these maps:

First, go to Stone City and enter the Trogldyte Caverns via the lifts. Leave by the exit to get to the tunnels to Nighon.

Just head to where it says "To Nighon" on the map to enter Thunderfist Mountain.

It's easy to go from here. Take the exits marked "To Nighon" to gain access to different regions within Nighon. Take the "To Eofol" tunnel to enter another set of tunnels. These are rather straightforward - enter from south, leave from north.

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